

Exprésate 2 (Chapter 6-1)

P A O I R A R T N O C L A G G E G D Z J
O Q A L L I P A L L I P L A R A G U J E
D R N V U S O Ñ A B A C O N S E R L G H
R U Q Q G C I H T T K R A N I C S A F C
A N V Y R F L E S W U X M U Ñ E C A S U
O H A A Í L O S E S R A I P M U L O C L
Ñ S A C A R B U E N A S N O T A S X Y E
I F N R G O D I A R C V R O H W U I G P
N X L P O Ñ E U Q E P E D P R W M Z Q E
E E S R A E L E P C R A G U J T L J X D
D P I P F N Q U É Q U E R Í A S S E R S
S B S A R U S E V A R T R E C A H A G E
A R M S A L T A R A L A C U E R D A T L
Í O C Q I I O X Q Q E K L Á M I N A S A
C E T I D N O C S E L A R A G U J G U M
A D I C I J U G A R A L A S D A M A S I
H M I N T S A R E R R A C R A H C E S N
É A B W S N S N E I B E S R A V E L L A
U T E L A J U G A R C O N B L O Q U E S
Q L N A F B O N O S P E L E Á B A M O S

DOLLS
TO PLAY
TO BOTHER
AS A CHILD
TO JUMP ROPE
STUFFED ANIMALS
I DREAMED OF BEING
TO SWING (ON A SWING)
WHAT DID YOU WANT TO BE?

TO LOVE
TO HATE
I USED TO
TO PLAY TAG
TRADING CARDS
WE USED TO FIGHT
TO PLAY WITH BLOCKS
TO GET GOOD/BAD GRADES
WHAT DID YOU DO WHEN YOU
WERE LITTLE?

NO WAY!
TO FIGHT
ASTRONAUT
TO RUN RACES
TO PLAY TRICKS
TO PLAY CHECKERS
TO PLAY HIDE AND SEEK
TO GET ALONG WELL/BADLY

Solution

P A O I R A R T N O C L A G G E G D Z J
O Q A L L I P A L L I P L A R A G U J E
D R N V U S O Ñ Á B A C O N S E R L G H
R U Q Q G C I H T T K R A N I C S A F C
A N V Y R F L E S W U X M U Ñ E C A S U
O H A A Í L O S E S R A I P M U L O C L
Ñ S A C A R B U E N A S N O T A S X Y E
I F N R G O D I A R C V R O H W U I G P
N X L P O Ñ E U Q E P E D P R W M Z Q E
E E S R A E L E P C R A G U J T L J X D
D P I P F N Q U É Q U E R Í A S S E R S
S B S A R U S E V A R T R E C A H A G E
A R M S A L T A R A L A C U E R D A T L
Í O C Q I I O X Q Q E K L Á M I N A S A
C E T I D N O C S E L A R A G U J G U M
A D I C I J U G A R A L A S D A M A S I
H M I N T S A R E R R A C R A H C E S N
É A B W S N S N E I B E S R A V E L L A
U T E L A J U G A R C O N B L O Q U E S
Q L N A F B O N O S P E L E Á B A M O S